SPRINGBOARD™

Early Games™

for Young Children

Instructions

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Available in the following formats:
Apple II+, IIe, IIc–disk
IBM PC, PCjr–disk
Commodore 64–disk
Atari home computers–disk

To the Parents

Early Games for Young Children is one of our most popular programs. Designed to introduce a variety of basic skills to children it also is an extremely fun introduction to computer learning.

While playing Early Games, your child will learn to identify shapes and letters, add and subtract numbers, draw creatively, say the alphabet and type his or her own name. The colorful games teach your child many computer basics and the Picture Menu makes it easy for children to select and play games without adult supervision.

Although we have designed the program to be easy enough for children to play on their own, we strongly suggest that you follow your child's progress and take an active interest in the skills and concepts presented in this game.

Every one of our instruction books has a section titled, "Additional Activities to Extend Learning Both On and Off the Computer." Written by our child development specialist, ideas are given to carry the learning process many steps farther.

The team of educators and early child development specialists at Springboard Software who designed the program is confident that you will enjoy watching and interacting with your children as they learn through this fun and diversified program.

Getting Started...Let's Load the Program

Apple II + , IIe, IIc

1. Insert the Early Games for Young Children disk into the disk drive.
2. Turn on the computer and monitor.

Atari

1. While the computer is OFF, insert the BASIC cartridge into place. (The Atari 600XL and 800XL do not require the BASIC cartridge.)
2. Turn on the disk drive and insert the Early Games for Young Children disk.
3. Turn on the computer and monitor.

Commodore 64

1. Turn on the disk drive, monitor and computer.
2. Insert the Early Games for Young Children disk into the disk drive.
3. Type **LOAD "EARLY GAMES" , 8**
Press the RETURN key.
4. When READY appears on the screen, type **RUN** and press the RETURN key.
5. Your program will come up soon.

IBM PC

This procedure should be used to make a disk which automatically runs when the computer is turned on or the **CTRL-ALT-DEL** keys are simultaneously pressed. It is assumed that you have already purchased the IBM Disk Operating System (DOS). Use of DOS 2.0 or 2.1 requires 128K of memory. Use of DOS 1.1 requires only 64K of memory. If you put DOS 2.0 or 2.1 onto the program disk you will not be able to replace it with DOS 1.1 at a later date. (The PCjr requires 2.1 DOS.)

Directions for preparing the program disk with either one or two disk drives are as follows:

One Disk Drive Procedure

1. Insert the DOS disk into drive A and turn the power on.
2. Enter the date and time. Wait for the A> prompt.
3. Remove the DOS disk from drive A and insert the program disk.
4. Type **B:SETUP** and press the RETURN key.
5. Each time the system asks for the drive B disk, insert the program disk into drive A. Each time the system asks for the drive A disk, insert the DOS disk into drive A.

After the final A> prompt, the program disk is ready for use as a self-loading disk.

Two Disk Drive Procedure

1. Insert the DOS disk into drive A and the program disk into drive B.
2. Turn the computer on. Enter the date and time and wait for the A> prompt.
3. Type **B:SETUP** and press the RETURN key.

After the transfer of files the program disk will be ready for use as a self-loading disk.

General Instructions

Cursor Movement

The cursor is a small arrow which you move around the screen. If you are using a joystick, orient it so that the cursor moves up when you push the stick forward, the cursor moves left when you push the stick to the left, etc. Press a joystick button to make a selection, pick something up, or drop something.

Special Note for Commodore Users:
Commodore 64 users must put the joystick into Port 2 for the program to work.

If you are using the computer keyboard, the cursor is controlled by the following keys:

Apple	— press the I J K or M keys to move large steps — hold down the CONTROL key while pressing the I J K or M keys to move small steps
IBM	— press the arrow keys to move large steps — hold down the SHIFT key while pressing the arrow keys to move small steps
Commodore	— press the I J K or M keys to move large steps — hold down the CONTROL key while pressing the I J K or M keys to move small steps

Press the SPACEBAR to make a selection, pick something up, or drop something.

Sound on/off

On the Apple and IBM PC computers, pressing **CTRL-S** turns the sound on and off.

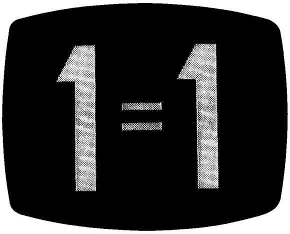
The PCjr version will request which type of sound output you desire each time the disk is booted.

The Commodore 64 and Atari sound comes out of your television and can be adjusted with the volume control.

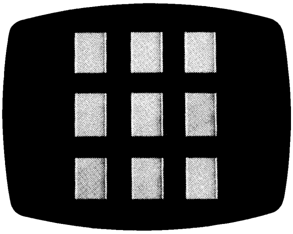
Picture Menu

An important feature of this program is the Picture Menu which enables children to select a game. It consists of a series of pictures representing each game. One at a time, the 9 pictures will come up on the screen. When you see the picture of the game you wish to play, simply press any key! That begins the game.

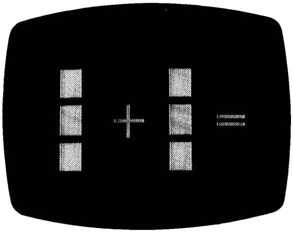
Games in Early Games for Young Children:



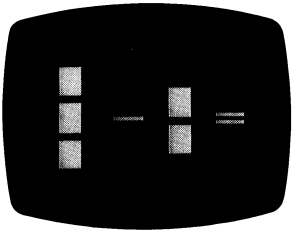
Match Numbers



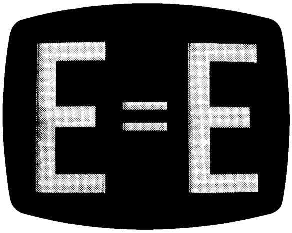
Count



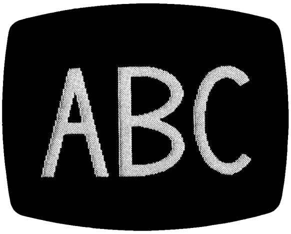
Add



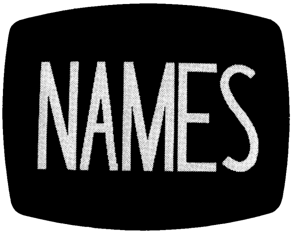
Subtract



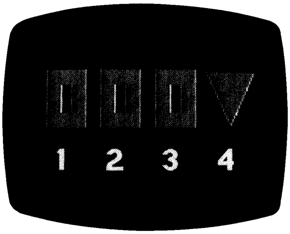
Match Letters



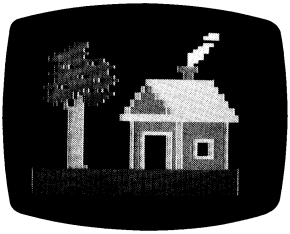
Alphabet



Names



Compare Shapes



Picture Draw

To use a word menu:

Press the **CONTROL** and the **W** key simultaneously while in the Picture Menu. A word menu will appear and you can select the game you want by pressing the appropriate number.

To exit any game and return to the Picture Menu:

For Apple Atari IBM	Press the **ESC**ape key.
Commodore —	Press any of the four large function keys on the right side of the computer.

To review instructions:

Press the **CONTROL** key and the **I** key simultaneously while in the Picture Menu.

Overview of Games Included

Individual Games	Concepts & Skills Presented
Match Numbers	■ Builds familiarity with numerical symbols ■ Develops matching skills ■ Develops speed and accuracy when locating numbers on computer keyboard
Count	■ Teaches numerical sequence ■ Develops an association between the number of objects and its numerical symbol ■ Reinforces number location on console
Add	■ Uses objects and symbols to introduce addition problems ■ Introduces mathematical symbols +, = ■ Reinforces left to right scanning
Subtract	■ Uses objects and symbols to introduce subtraction problems ■ Introduces mathematical symbols –, = ■ Reinforces left to right scanning

Match Letters	■ Builds discrimination, recognition and matching skills using alphabet letters ■ Develops speed and accuracy when locating alphabet letters on computer keyboard
Alphabet	■ Teaches alphabet sequence ■ Reinforces knowledge of computer keyboard
Names	■ Develops name recognition ■ Challenges memory abilities when sequencing letters to create words ■ Introduces idea that letters combine to form words
Compare Shapes	■ Reinforces concept of same and different ■ Encourages child to attend to shape and configuration
Picture Draw	■ Allows child to draw a picture by pressing letters to direct line on monitor

Playing the Game

Match Numbers

A large, colorful number from 0 to 9 is displayed on the screen. The objective is to match the number with the proper key on the computer keyboard. As in all of the games included, there is immediate feedback to help the child.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Count

First, count up the colorful blocks displayed on the screen. Then find the key with the appropriate number and press it. This and the next two games become more difficult as they are played with success.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Add

The computer displays a stack of blocks, a plus sign, another stack of blocks, and an equals sign. Count up the blocks in each stack and add them together. The sum is never greater than nine.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Subtract

This game has the same format as the Add Game, but with a minus sign. Subtraction is a difficult concept for preschoolers and requires more patience than the other games.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Match Letters

As in the first games, the objective is to find the key on the computer keyboard which matches the large colorful letter displayed on the screen. The numbers and letters are in two separate games to help children differentiate between them.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Alphabet

This game is designed to help children learn the order of the letters in the alphabet. The letter "A" is displayed on the screen and the challenge is for the child to enter the next letter in the alphabet. If the response is incorrect, the computer displays the alphabet up to the letter in question. If the next response is also incorrect, the computer flashes the correct answer. When the response is correct, the computer displays that letter and asks for the next one.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Names

To begin, an adult enters the child's name when prompted by the computer. The child can then practice typing his or her name with some guidance from the computer.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Compare Shapes

The computer displays four shapes on the screen, each with an identifying number. All are the same color, but one has a different shape. Determine which shape is different and enter its identifying number.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Picture Draw

Apple and Commodore 64:

To draw pictures, simply press any key. The position of the key on the keyboard determines which direction is drawn. The upper keys draw up, the lower keys draw down, the corner keys draw diagonally, etc.

Press the SPACEBAR to change the color.

Pictures can be saved to disk by pressing the **CONTROL (CRTL)** key and the **P** key at the same time. Enter a name for the picture and press RETURN key.

To retrieve a picture from disk, you must be in the Picture Menu and then press the **CONTROL (CTRL)** key and the **P** key at the same time. Select a picture with the arrow keys. Then press the RETURN (ENTER) key.

Atari:

To draw pictures, simply press any key. The position of the key on the keyboard determines which direction is drawn. The upper keys draw up, the lower keys draw down, the corner keys draw diagonally, etc.

Press the SPACEBAR to change the color. Use the FUNCTION KEYS to change from one set of colors to another.

Pictures can be saved to disk by pressing the **CONTROL (CTRL)** key and **P** at the same time. Enter a name for the picture and press the RETURN key.

To retrieve a picture from disk, you must be in the Picture or Word Menu and then press the **CONTROL** key and the **P** at the same time. Enter the name of the picture and press the RETURN key. To view a catalog of the disk, press the **C** key and then the RETURN key.

IBM:

Use the numeric keypad to draw in different directions just as you would normally control the cursor. Press the **F1** key to alter the shape of the drawing character.

Press the SPACEBAR to change color.

To save a picture to disk, press the **CTRL** key and the **P** key at the same time. Enter a name for the picture and press the ENTER key.

Pictures can be retrieved from disk while you are in the Picture Menu. Press the **CTRL** key and the **P** key at the same time. Select a picture with the arrow keys. Then press the ENTER key.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 15.

Additional Activities to Extend Learning Both On and Off the Computer

Suggested Age Range: 2½ - 6 years

Please do not consider the suggested age range as a rigid timetable. Some children will be able to use parts of Early Games with parental help before they are two and a half years old while others will be challenged and continue to enjoy the games after they are six. Each child is an individual learning at a different rate and enjoying different things. Watch your child play Early Games and notice how their favorite parts of the program change over time.

Early Games was originally designed to enable young children to play on the computer without adult supervision. Although this is still one of its most important qualities, we recognize that many parents would like to be involved with their child while playing on the computer. We have suggested a number of ways that you and your child can interact with each other using each of the nine early games. These activities reinforce and extend the learning objectives of each game while enabling parent and child to work, play and learn together. The best learning occurs under enjoyable circumstances, so have fun!

Match Numbers

Activities to Extend Learning On and Off the Computer:

1. When a number appears on the screen, take turns labeling it.

2. When a symbol such as "3" appears on the screen, encourage your child to trace over it with his or her finger. This reinforces the child's image of the number and the action needed to create it.

3. Collect nine similar objects such as small blocks, stones, or pennies, and count out the number of objects appearing on the screen. This helps the child associate the symbol with the amount it represents.

4. Look for numbers in your home. Find and label numbers on clocks, in books, on appliances and on the many other places they appear. This helps the child build an awareness of the importance of numbers in their world.

5. Practice writing numerical symbols in a variety of ways: in fingerpaint or shaving cream, in the sandbox, or on paper using crayons, markers or pencil.

Count

Activities to Extend Learning On and Off the Computer:

1. To help a young child learn the association between the number of objects and the written and spoken symbol, encourage the child to point to the objects, one at a time, and count aloud. Be sure that only one number is assigned to each object. You can repeat the number and show them the symbol on the computer keyboard. This activity reinforces one-to-one correspondence–the idea that one number is assigned to only one object. Very often beginning counters count faster than they touch–therefore concluding more objects than exist in the set or they touch objects faster than they count–concluding less objects than there are in the set.

2. If your child makes mistakes, Early Games has been designed to give hints before telling the correct answer. Try to help your child use these cues as a way to solve the problem.

3. Take turns counting and finding the corresponding symbol. Not only does this get you involved in the game, but your actions model the correct way to count.

4. Collect objects in your home and count them. For example, how many books are on the shelf, how many forks in the drawer, how many lights in the family room?

5. Play hopscotch. Chalk the traditional grid on the sidewalk, add numbers, get a few throwing stones and you are ready to go.

6. Go on a number walk. Using a die, throw it and then take that many steps toward some end point. A shoe box makes a great die holder and walking outdoors makes it a good summer game. Once your child is good with the numbers 1-6, add a second die to make the game more complex.

Add

Activities to Extend Learning On and Off the Computer:

1. Speak the problem aloud. For example: * + ** = would be spoken, “one plus two equals...”. Point to the cubes on the screen and count the complete set aloud, “One, two, three. One plus two equals three.” You may have to model this sequence a few times for your child.

2. Use the numbers on the computer keyboard as a number line. Using a number line to solve equations is a common practice in school. It is a good idea to teach and reinforce this skill with your child. In the above example, you would find the number 1 and then count two more spaces to the right producing the correct answer, 3.

3. Translate the visual display into symbols with paper and pencil. The problem we've been doing above becomes 1 + 2 = 3.

4. If your child has a set of objects such as coins or marbles, create the problem on the screen using the objects and then solve the problem.

5. Play simple adding games with your child using objects around the house. For example, "There are two shirts in your drawer, here are three more, how many are in the drawer now?" After your child responds, restate the problem, "Two shirts plus three shirts equals five shirts. Two plus three equals five." This activity acts as a good introduction to story problems... something with which many children have difficulty in school. These same games can be played in the car, on walks, and on errands.

Subtract

Activities to Extend Learning On and Off the Computer:

1. Use the computer keyboard as a number line. For example, in a problem such as 7 – 3, find the number 7 on the keyboard and then count to the left 3 spaces landing on 4. This is a good problem solving skill to encourage.

2. Take turns pointing to the objects on the screen, speaking the problem aloud, and identifying the symbol on the computer keyboard. Make a point to model and verbalize how you solve the problem.

3. Write the symbolic representation of the problem, for example 5 – 3 =, while your child dictates the amounts on the screen to you.

4. Play subtraction games at home. When sharing a snack with your child, count the totals and talk about the amount that is left as you eat the snack. For example, "There are five pieces of cheese, I'm going to eat three of them. How many are left for you?" This helps illustrate the applications of subtraction problems and helps put spoken problems into number problems.

5. Get 15-20 index cards and put a subtraction problem on each of them. Put the answer on the back if you would like to do so. Go outside and have your child and friends walk through each of the problems. 5 – 3 would become five steps forward and three steps back. This reinforces the concept of subtraction in an active game format.

Match Letters

Activities to Extend Learning On and Off the Computer:

1. When a letter appears on the screen, encourage your child to label it.

2. Encourage your child to trace the letter on the screen with a finger. This will reinforce the shape of the letter and the movements needed to create it.

3. When a letter appears, try to name a number of things that begin with that sound. You may want to start a homemade book with each letter and a collection of pictures or words that begin with that letter.

4. Start a letter collection. Give your child old magazines and newspapers to hunt down and cut out letters. Children are particularly fond of the letters in their own names so begin with those letters.

5. Letters abound in your child's world. Have your child count how many letters a's, b's, c's, etc. that he or she can find. Newspapers, magazines, books, signs, packages, and clothing tags are good places to look.

Alphabet

Activities to Extend Learning On and Off the Computer:

1. When children are first getting used to the sequence of the alphabet, they frequently get lost when they are trying to remember the order. In order to help your child figure out which letter comes next, sing the ABC song and stop just before the place at which your child is lost. This is a good way to hint at the answer while modeling a memory device for your child.

2. Take turns choosing the next letter. Act as if you are lost, sing the ABC song in order to figure out the next letter.

3. Name a few objects that begin with the letter sound when it appears on the screen. This should help develop phonetic awareness.

4. At the completion of the game the computer plays the ABC song...sing along with the computer.

5. Create a picture dictionary. Get a loose-leaf notebook, label each page with a letter (use the alphabet sequence), and collect pictures to go with the corresponding letter. Some children may like to print the word as you dictate its spelling. This not only reinforces the alphabet sequence and alphabet sounds but illustrates how a word dictionary works.

6. Cut out fish shapes from construction paper and have you or your child print one letter of the alphabet on each fish. Clip a paper clip to each of the fishes' noses. Find a stick, attach a piece of string to make it a fishing pole, and attach a magnet to the end of the string as a "hook." Go fishing for each alphabet letter in order...first find the "a", then "b", then "c", etc.

7. For children that are quite comfortable with the sequence of the alphabet and the alphabet sounds, try playing an advanced memory game. Take turns choosing a word for each letter of the alphabet. As you progress through the sequence, you must repeat all of the preceding words as well as adding a new one. For example, if I had been playing with a friend and was on the letter "d", I would repeat the words already chosen, "apple, bootie, cracker," and add "dog" to the list. This is a great game to play in the car or on the bus.

8. Sing the alphabet song frequently.

Names

Activities to Extend Learning On and Off the Computer:

1. An adult may have to enter the child's name before the game can be played. You may want to provide your child with a model of what the name looks like on a piece of paper so the child can either enter or match the letters when first learning what his or her name looks like.

2. Collect some small objects and attach words to each of them. These words can be entered into the computer so the child can practice spelling them. This becomes especially meaningful if the child chooses objects or words that he or she would like to learn.

3. Enter other family members' names, pets' names and friends' names, too.

4. Enter some words that often trouble beginning readers (a, an, and, at, are, to, the, of, in, for, etc.). These become sight words–memorized–and will help the young reader.

5. Enter some words with two or three syllables and after the word is typed into the computer, clap the word. For example, "winter" would have two claps, "elephant" would have three.

6. Type in some verbs to which the child can respond. For example when "jump" appears on the screen, the child jumps. This brings a little physical activity into playing the computer while teaching verbs as a part of speech.

7. Label words in your child's bedroom. Either tape them to objects or collect the words and have your child place them around the room. When your child is quite good with the words, switch labels so they are not on the right objects, and watch for your child's reaction.

8. Practice printing alphabet letters or short words in different mediums: in shaving cream, on a dirty car, with pencil and paper.

9. Have your child select a few words that he or she would like to learn how to spell. Write these letters on a heavy piece of paper and cut it into a few pieces. Your child now has a puzzle to put together.

Compare Shapes

Activities to Extend Learning On and Off the Computer:

1. If your child is having difficulty choosing the correct response, talk about how the shapes are similar or different. Point out lines, curves, and spaces.

2. Take turns pushing the correct number on the computer keyboard. You may want to talk about why you are choosing a certain response when it is your turn. This models appropriate problem solving strategies for your child.

3. "Compare Shapes" is basically a same vs. different game. Find objects around your house and discuss what makes them alike or different. If your child gets good at this skill, have him or her help sort socks, nuts and bolts, or food items.

4. Practice making discriminations that use senses other than sight: use the sense of touch to discriminate textures, test your sense of taste using salt and sugar, try labeling sounds without looking at their source (discriminating people's voices is especially fun), and challenge your sense of smell using spices, liquids and perfumes.

5. Get an old wallpaper sample book, cut out pieces from several different pages and play a matching game.

Picture Draw

Activities to Extend Learning On and Off the Computer:

1. As the line moves around the screen, talk about the direction it is heading: right, left, up, down.

2. As the picture is being drawn, talk about the lines being formed using prepositions: on, under, next to, on top of, between, beside, etc.

3. Describe the size and shapes that lines form on the screen.

4. Encourage your child to enjoy the process of drawing...it doesn't have to look like anything in order to be fun or to be a work of art.

5. When your child is on the playground, describe what he or she is doing using prepositional phrases.

Limited Warranty

Springboard Software, Inc. warrants this software product against defects in manufacturing for a period of thirty days following purchase. If, during that period, you cannot properly load the program, you may return it together with proof-of-purchase date to Springboard for a replacement. After thirty days a replacement can be obtained by sending the original product and $5.00 to the manufacturer, provided that the software product is then being manufactured by the manufacturer.

Returns should be sent to: Springboard Software, Inc., PO Box 35809, Minneapolis, Minnesota 55435.

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Springboard Software, Inc.
7807 Creekridge Circle
Minneapolis, MN 55435
(612) 944-3912 (800) 328-1223

Springboard Software, Inc.
7807 Creekridge Circle
Minneapolis, Minnesota 55435
612-944-3912